Queensland's Leading Amiga User Group Newsletter

CURSOR

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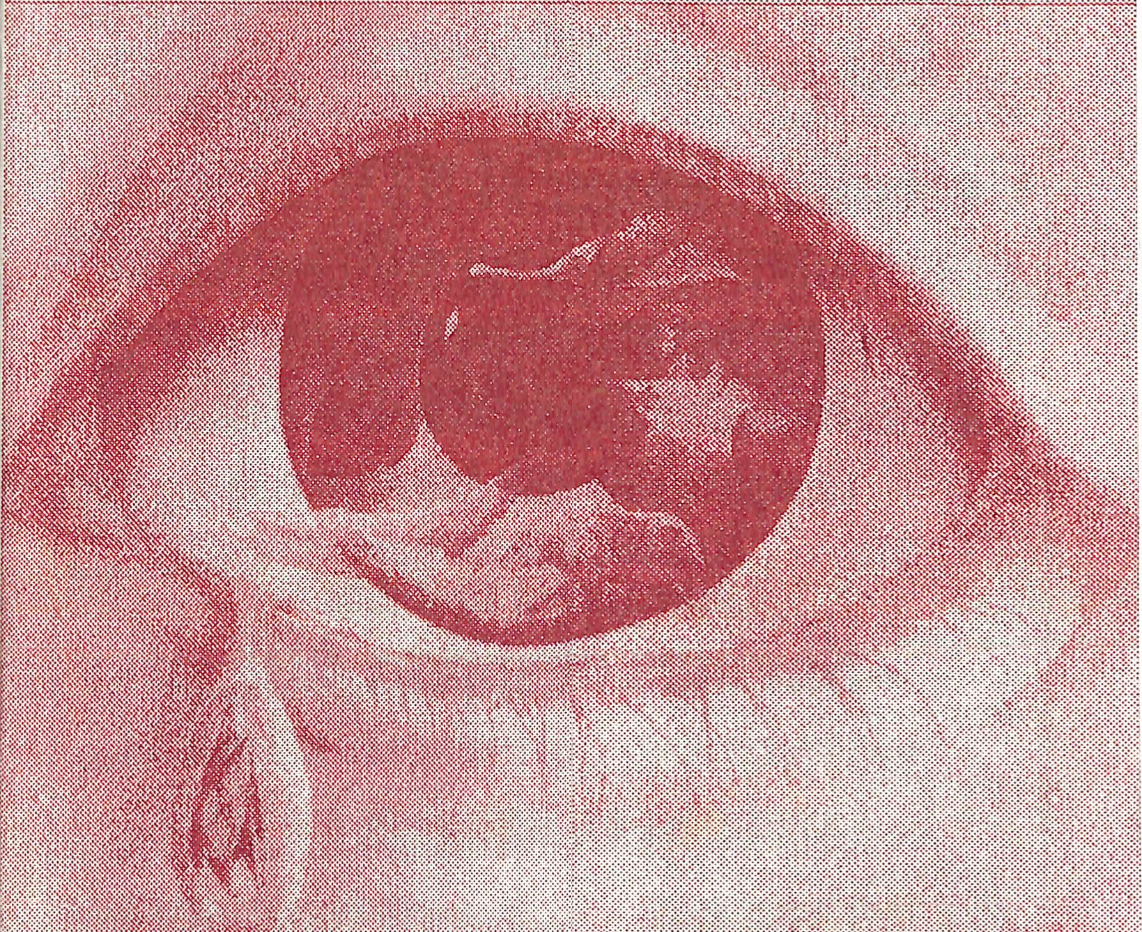

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Meeting & Demonstration commence at 8pm
Visitors and All Members Welcome

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PRESIDENT: **Jasen Martin**
Ph. (07) 3217-7980
SECRETARY: **Barry Benyon**
Fax or Ph. (07) 3290-1521
Email: bbenyon@thehub.com.au
TREASURER: **Peter Bruinsma**
Ph. (07) 3359-0578
LIBRARIANS: **Ron Blake**
(Position Vacant) Ph. (07) 3287-1790
NEWSLETTER EDITOR: **Mike Williams**
Ph. (07) 3801-1020
Mobile. 0414-3801-10

C-64/128 CONTACT: **Doreen Horne**
Ph. (07) 3398-7441

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P.O. Box 274
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MAIN MEETING

Tuesday February 4th (7pm - 10pm)
St. Laurence's College
82 Stephens Road, South Brisbane Qld.

WORKSHOP MEETING

Sunday February 9th (11am - 4pm)
St. Laurence's College
82 Stephens Road, South Brisbane Qld.

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Please always refer to the latest CURSOR for information on the next meeting as the following plans are always subject to change.

Tuesday February 4th & Tuesday March 4th

Main Meeting

The Main Meeting is always held on the first Tuesday in the month (except in January) at St. Laurences College (upper level) and starts at 7pm. Any person interested in the Amiga is welcome to come along and see how the club operates.

Demonstrations of the latest software and/or hardware are given each month commencing at 8pm and continuing until around 10.30pm.

Come along and find out all the latest on the Amiga scene.

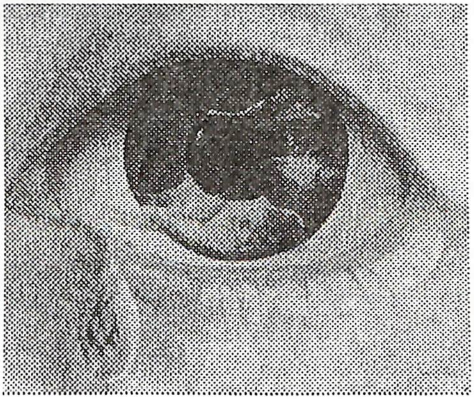
Sunday February 9th & Sunday March 9th

Workshop Meeting

All members are invited to our Monthly Workshop at St. Laurences College (upper level). We encourage you to bring your own equipment so you can set up in classroom 3B and demonstrate all those great programs you have copied from our free Public Domain library. If you are having problems just ask around and someone is sure to help you.

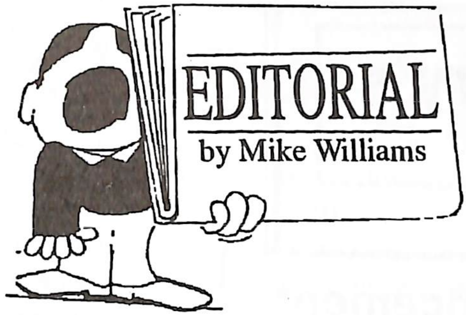
●♂☺♀●

The Cover Story



The cover this month is a file titled "Endngred" and comes from a CD-Rom called GFAFIK-CD. It was cropped to 550x470, brightened and contrast decreased by Art Dept Pro.

Mike ●♂☺♀●



EDITORIAL

by Mike Williams

Another year has passed and here we are already into 1997.

I hope all our members had a great Christmas and weren't *too* hung-over on January 1.

Lets hope that 1997 will see the resurgence of the Amiga and the return to its rightful place as the best value and most exciting personal computer.

The news is not looking too good on that front, however. It seems that VIScorp has decided, despite all its glowing prose, that it feels the Amiga is not worth the US$20 million asking price. VIScorp was supposed to have paid its money by 2nd October 1996, but has withdrawn its bid and replaced it with a lower bid. This did not please the Escom Bankruptcy Trustees, of course who have said that they have reopened the bidding and have several other unnamed companies interested.

In the meantime, VIScorp has continued to operate Amiga Technologies and has paid all expenses and salaries, so I guess they are still involved.

All of this does not look good for the continuance of the Amiga as a viable personal computer alternative. As I said in my last editorial, the Amiga needs a NEW model to come out as soon as possible (read NOW) to stop the drift of Amiga-Nuts to the Mac or PC. Every month that goes by without any new Amiga product is another nail in the coffin and another step down the same path as the Atari.

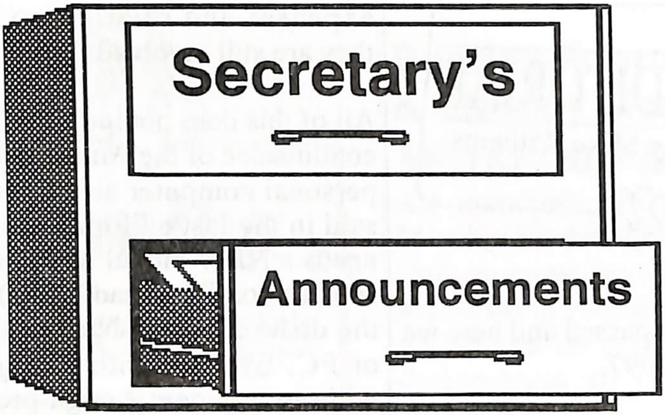
On the good news side is the introduction of a new Amiga Magazine/Newsletter called "Amiga News Australasia". It is published by JP Media of 3/7 National Ave, Bulli NSW 2516. They can be contacted on Ph: (015) 939 535 or on the internet at pospisil@ozemail.com.au

Barry got their magazine off the internet, but it appears that they will be going "commercial" in two months.

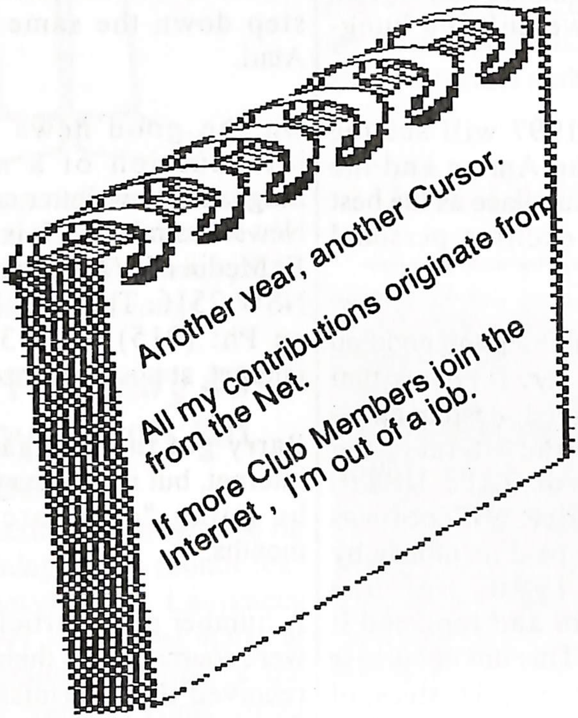
A number of the articles in Cursor were sourced from them (after Barry received their permission) and for this we thank them.

Mike

Mike Williams - Editor ●♂☺♀●



Secretary's Announcements



Another year, another Cursor.

All my contributions originate from from the Net.

If more Club Members join the Internet , I'm out of a job.

Articles this month are mostly of either a technical nature or presents which I expected for Xmas, but Santa got the house numbers mixed up.

My threat of in the last Cursor of writing more silly articles if I did not receive more membership renewals paid off.

VIScorp Rethinks

VIScorp now says Amiga Technologies is not worth the US$20 million it offered Escom's trustee, and says Amiga Technologies' management and creditors agree.

VIScorp's original US$40 million offer included the guarantee of Escom distribution, but this disappeared when Escom declared bankruptcy last year.

According to VIScorp, one of the most valuable pieces of inventory (unspecified by VIScorp) is being claimed by another party.

It has also been found that Amiga patents are being pirated daily by small and large companies. VIScorp will pursue these companies with the help of Mahr Leonard Management Company, a Texan company specialising in patent infringement.

VISCcorp says it allowed its US$20 million bid to expire on October 2, 1996, and then submitted a lower bid. Throughout this period VIScorp's German subsidiary has continued operating Amiga Technologies and has paid all expenses and salaries --- generating over US$2 million in sales.

VIScorp says it is "interested" in completing the acquisition of Amiga Technologies.

A report on the Bloomberg news service confirmed that VIScorp had failed to pay the US$20 million.

The report quoted David Robinson, a lawyer for Escom's bankruptcy trustee: "They didn't pay the money they were supposed to pay and as a result the contract was cancelled in early October."

VIScorp has also conceded there are other companies bidding for Amiga Technologies. This was confirmed by Amiga Technologies' chief executive officer, Petro Tyschtshenko, at a recent computer show.

VIScorp is unsure how many other companies are bidding, though the bankruptcy trustee, Bernard Hemback is said to have reopened bidding with "several" unnamed companies and expects to sign one of them within a few weeks.

At the recent AmigaFest computer show in Canada, the US manufacturer of A4000T computers, Quikpak, claimed that it was the front runner in the Amiga Technologies buyout. ● ♂ ☺ ♀ ●

VIScorp C.E.O. Bill Buck

Sassenrath quits VIScorp

One of the original designers of the Amiga, Carl Sassenrath, has quit VIScorp. He says he left after the company ignored his ideas for an Amiga come-back and was also late in paying him.

Sassenrath claims he even recruited another original Amiga designer, RJ Mical, but says VIScorp "blew him off". Just before leaving Sassenrath says he completed a "dazzling prototype" but has not heard anything back from VIScorp.
"It really showed off what the Amiga could do," he says.

The company was also far behind in payments to him for his work designing software for the ED, VIScorp's Amiga-based Web TV device.

"I've never seen such an idiotic, screwed-up, incompetent company (and I am saying it mildly). VIScorp is worse than Commodore, and I never thought that was possible," says Sassenrath.
"I took my name off the Web site, vowing not to take part in this lunacy."
However, in a later statement, Sassenrath says the Amiga is at crossroads:
"I think the road must be toward a rebirth of those core concepts that made the Amiga what it is, and I encourage all of you to hold on, regardless of how desperate the situation may seem.
"Please my friends, remain the rebels that you are. It is up to each of us to see to it that there always remains a choice, else I fear for our future ... and the future of all personal computing."

VIScorp's communications manager, Jason Compton, says Sassenrath did not notify anyone at VIScorp that he planned to resign:
"Nobody in VIScorp either advocated or was notified of Carl's removal from the VIScorp Web site; Carl did it without informing anyone."

What now Sassenrath?

Though Sassenrath has left VIScorp in disgust, he hopes that in the years ahead, Amiga users will join him on a new project he is working on.

In a statement on November 21, Sassenrath says he plans to create a new operating system that is "wonderfully elegant, pure, efficient and simple".
"I'm going to create it for you and for me, not for some company whose CEO just wants to get rich."
Work on the operating system has already started, and will be developed in two phases.
"The first is a better means of expression; the second, a better means of operation."
Carl Sassenrath can be contacted on www.sassenrath.com

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Compton Leaves VIScorp Too

VIScorp's Communication Manager, Jason Compton, has resigned. His last day with VIScorp was on December 16.

"It just wasn't the right place for me right now," says Compton. "I had some concerns about the amount of coordination taking place between the company and myself, but I will miss many of the fine people I had the opportunity to work with."

Compton will continue publishing his on-line Amiga magazine, Amiga Report.

"This has been a learning experience. After being known as somewhat of a rabble-rouser, I now have a better appreciation of the inner workings of how decisions are made and that it's not always as simple as it appears."

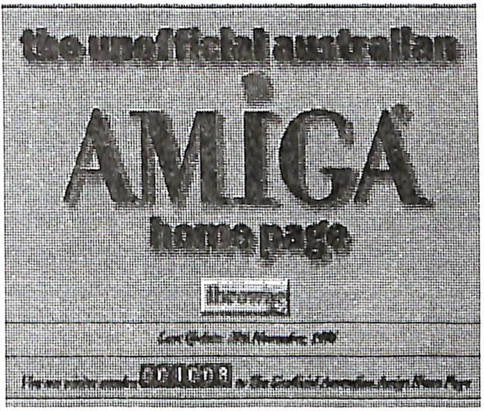
●♂☺♀●

Amiga Home page finds new home

The Unofficial Australian Amiga Home Page has found a new home on the Internet at Livewire Communications.

Adrian De Luca, who runs the home page, had to move it from the Royal Melbourne Institute of Technology's computer because he had finished his Computer Science degree.

Livewire's Ross Delaforce says he decided to help out because he "had the bandwidth, had the disk space and had the idea of trying to help 'centralise' Amiga information to a central/common system."



De Luca has run the Web site for about 18 months, and was prompted to start it after he felt the Amiga community was falling further and further apart.

"Dealers were shutting shop and user groups closing doors --- only the true fans remained," says De Luca.
"It was this distancing that prompted me to start the Unofficial Australian Amiga Home Page." De Luca says the site aims to offer a single link to all Amiga resources, as well as to provide listings of all the BBSs, user groups and dealers around Australia.

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Cyberstorm 060

BRIEF DESCRIPTION:
A replacement CPU module for the A4000, providing a 50MHz68060 and a four slot memory board to take 4MB, 8MB, 16MB and 32MB SIMMs, in any combination.

AUTHOR/COMPANY INFORMATION:
Name: Phase 5 Digital Products
Address: In der Au 27
61440 Oberursel
Germany

Telephone:	(06171) 58 37 87
FAX:	(06171) 58 37 89
BBS:	(06171) 58 37 90

LIST PRICE: 849.00 UK Pounds

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS:

HARDWARE:
Officially this module is for the desktop A4000 only, but there have been reports that it can be made to fit in the A3000 and A4000T. I personally can't vouch for This.

SOFTWARE:
[MODERATOR'S NOTE: None mentioned by reviewer.]

MACHINE USED FOR TESTING:
A4000 - originally fitted with a 25MHz 68ec030/68882 module
2MB Chip RAM, 16MB Expansion RAM
Kickstart 3.0, Workbench 3.0
124MB Seagate IDE Hard Drive
410MB Samsung IDE Hard Drive

INSTALLATION:
Ouch! This is NOT, repeat NOT, an easy piece of hardware to fit. I'm not going to give a step-by-step walk-through of how to fit it, because

a) the documentation provided with the module does it rather well, and

b) if you really need a step-by-step guide, then you'd be better off getting your dealer to fit the thing for you. I'm warning you, this is a right pain in the backside to fit.

Assuming you want to do it yourself, I'll just point out firstly what the overall installation is like, and also where I think the documentation could be improved a little.

Fitting a CPU module to the A4000 is about the hardest upgrade you can do to the machine, short of replacing the motherboard. What makes it harder is that the Cyberstorm is not a single daughterboard, but consists of a carrier board, roughly the same size as the original CPU board, a memory board and the all important CPU board. Fitting the carrier board is quite easy, as is the memory board. However, the CPU board is the most frightening piece of the installation, since in order to get it sitting correctly on its mounting clips, you have to apply quite a bit of pressure to the board, and since in doing so you are also applying pressure to the carrier board, this flexes alarmingly. Also complicating the issue is that you are made painfully (literally) aware of the sharp edges/points on the rear of te Zorro backplane. One small slip of the fingers and you may end up with a shredded hand...

So, how can you make it easier on yourself?

1. The manual recommends removing the rear drive bay, but says nothing about the front bay. Indeed, all the photos in the manual show the front bay in place. I'd recommend removing it, since it gives you more space to manoeuvre.

2. The problem described above with the carrier board flexing is due to the stiffness of the clips on the spacer legs used to hold the CPU card in place on the carrier board. A way to ease the problem is to file the edges of the clips slightly, to reduce the width ever so slightly, making it easier to get the clips in place. Don't overdo it though, otherwise there'll be no point in having the clips at all!

Aside from those two points, just follow the manual and you should be fine.

REVIEW:

I'll start by saying that the pain of the installation was easily worth it, because having the fastest CPU in the 68000 family sitting inside my Amiga makes me VERY happy.

If you are in any way interested in processor intensive work, like image processing, 3D rendering, document processing or 3D games (!), you should really consider the 68060 as a serious upgrade option.

This is especially true if, like me, your A4000 is currently powered by a 68030. For 4000/040 owners the choice may not be quite so clear, since they have the option of buying a bare Cyberstorm 040 and using their existing 68040 on that. Although a 25MHz 68040 is roughly half as fast as a 50MHz 68060, the extra cost of the 060 card over the 040 version may be more important. For 68030 owners though, the small extra cost between a 68040 card and the Cyberstorm 060 is easily offset by the extra speed gain.

The hardware itself looks very well made, and all fits together firmly. I guess the only thing I could complain about is the decidedly cheap method of isolating the RAM module from the Zorro backplane.

You might think that Phase 5 would have fitted the module with an insulated cover but no, they instead provide a sheet of cardboard for you to bend into shape and position between the memory module and backplane. Whilst this is effective, it seems so amateurish when you consider the quality (and cost) of the hardware.

As for the software, what you get is as follows:

68040.library
68060.library - some more additions to your LIBS: directory...
CPU060 - a replacement for the Shell CPU command
CyberPatcher - patches some programs that use floating point operations not handled by the onboard FPU, to speed things up
CyberSnooper - reports any use of a floating point instruction that has to be emulated by the CPU. Useful for software developers
CyberGuard - an Enforcer clone, specifically for the 68060.
You'll still need Enforcer for its documentation
BarFly - Shareware version of the BarFly assembler/debugger utility. Would have been nice to have got the registered version, but we can't have everything.

So, the big question is, just how much faster is everything???

This is not an easy question to answer, simply because any speed increase is highly dependent on the rest of the system. What I've done is time a few operations carried out using popular utilities, both with the 25MHz 68030/882 combination and with the 50MHz 68060. The 68030 time/rating is shown first. Here goes!

[MODERATOR'S NOTE: The notation "XmYs" means "X minutes, Y seconds. So "6m10s" means "6 minutes 10 seconds." - Dan]

Final Writer 4:
Printing a large EPS image at 360*360dpi to a Preferences printer:
6m10s / 1m49s

Post 1.86enh:
Printing the same image as above, at 360*360dpi to the same printer:
1m57s / 0m19s

AMOS 3D:
A starfield plotting program
4.2 frames per second / 24.5 frames per second

AMOS Professional:
A map generator - time to create one map
1m07s / 0m09s

ImageFX 1.52.1346:
(CUAmiga coverdisk version):
All tests carried out on a 640*512 24 bit buffer

5*5 convolve
1m16s / 0m06s
90 degree rotate
16s / 2s

Save as Q85 JPEG to RAM:
18s / 2s

Load resultant JPEG from RAM:
10s / 2s

Brilliance 2 - Registered version
To load a 640*512 HAM-8 image and convert to 256 colours
2m42s / 0m27s

To perform a full screen negative on the resultant image
17s / 7s

Imagine 2:
To render a particular scene at 80*64, 24 bit Trace mode
4m47s / 0m30s

LhA 1.38
Compress entire Sys: partition to RAM:
6m50s / 1m45s

Test resultant archive
1m21s / 0m32s

A bit of simple maths shows a range of speed increases from the 2.4 mark (Brilliance 2 negative) up to 12.6 (ImageFX convolve).

It can be concluded then that, from the raw processor speed point of view, an A4000/060 is 12 times faster than a standard A4000/030. However, the rest of the A4000 has not been accelerated by this factor, leading to the apparently disappointing results from, say, Brilliance. Given that Brilliance relies heavily on the graphics hardware, and was designed to be as fast as possible on a low-end Amiga, it is no surprise that the bottleneck here is the AGA hardware rather than the processor. Similarly, the various loading/saving tests show that the 060 can be kept waiting for the slow IDE hard drives. Maybe my next upgrade will be the CyberSCSI module and a nice fast SCSI drive to go with it...

As far as compatibility goes, in the short time I've been using the 060 I've yet to find a program that cannot be persuaded to work. Certainly all the serious utils I use regularly work just fine, as do my current set of regularly played games. Aside from one case where I'm required to boot without running SetPatch, the worst degrading that's been found necessary is to turn off the 060 data cache, which is easily done using the provided CPU060 utility.

Put it this way, if a program works on a standard A4000 it's a miracle, so getting it to work on an A4000/060 is a relatively simple task. (Nothing against the A4000, just the programmers who assume that the A1200 is the only AGA machine there is, forgetting that the A4000 does some things ever so slightly differently).

DOCUMENTATION:

A 32 page bilingual (German/English) A4 manual, with lots of clear pictures of the installation process, and diagrams showing the location and settings for all the jumpers. I like the photos showing each step of the installation, just to make things absolutely clear,and the clear instructions on jumper settings. However, I've read the section on fitting SIMMs to the memory module a few times, and I am sure that the description of the SIMM orientation is wrong, although the accompanying photo is correct.

On-disk documentation is provided for most of the software, though as I mentioned earlier, you'll need to get hold of the original Enforcer docuuentation if you want to use CyberGuard, since the supplied docs only cover the (minimal) differences between the two.

Unfortunately no documentation is provided for CPU060, which is a shame since I'm not 100% sure what all the different CPU options mean/do - sure, I know what a data cache is, and I can have a good guess as to the function of the branch prediction cache, but what the heck is AllocateOperand mode??? Some information on the 68060 would therefore have been appreciated.

LIKES:

It's the fastest accelerator for the Amiga, it's nicely made and it comes in a rather mean and sinister looking black box :-)

DISLIKES AND SUGGESTIONS:

The cardboard insulator for the Zorro backplane is out of place in such a high profile product, and really should be replaced with a properly applied insulation layer on the memory module.

Perhaps we should have been given the registered version of BarFly, or a reduced registration fee.

The manual section detailing the fitting of SIMMsto the memory module could de with being re-written (or perhaps re-translating, it may be that something was lost/altered from the original German version).

There needs to be some documentation about the 68060 itself,detailing what all the caches etc. do, and possibly some examples of when you should turn options on and off to maintain backward compatibility.

COMPARISON TO OTHER SIMILAR PRODUCTS:

Compared to the 68030/882, the 68060 screams along. You want raw CPU muscle, you got it!

BUGS:

Just the bugs in the manual.

VENDOR SUPPORT:

Unknown.

WARRANTY:

"Phase 5 Digital Products provides the REGISTERED USER of this Cyberstorm Accelerator with a 12 month parts and labour guarantee, commencing on the date of purchase. During the period of the guarantee we will remedy all defects either by exchange or repair, at our discretion, which are due to material or manufacturers defects. Execution of the rights under this guarantee in no way affects the period of the guarantee."

CONCLUSIONS:

Because of the few minor quibbles I have, I can't give the Cyberstorm 060 a 5/5, but I will give it a 4.99999/5

If you need the fastest 68000 based Amiga, you need the Cyberstorm, it's as simple as that.

Finally, given the quality of Phase 5 products, I'm more than happy to see them working so closely with Amiga Technologies on new Amiga hardware. It can only be good for the Amigas future.

COPYRIGHT NOTICE:

This is/was/will be a production of some small furry animals from the South American region, although they were helped a bit by Chris Coulson.

Review text Copyright 1995 Chris Coulson

Permission is granted for anyone (even Microsoft) to use this review as they wish, and if you do get some use out of it, why not mail me and let me know. That way you'll be encouraging me to keep writing reviews for as long as c.s.a.r keeps going (and a BIG thanks to Dan Barrett for doing what he does so well).

Chris Coulson A4000/060 - 18MB RAM/530MB HD
Robotics Postgraduate
University of Newcastle upon Tyne

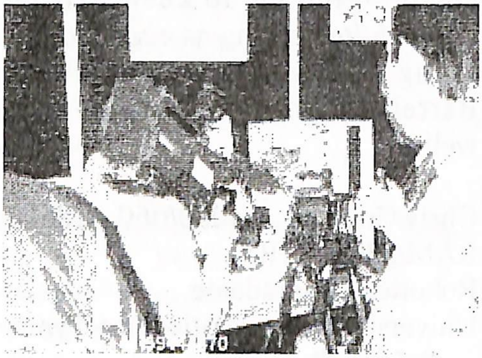
●♂☺♀●

Computer '96 in Cologne

Despite the uncertainty surrounding the future of Amiga Technologies, Amiga was well represented at the Computer '96 show in Cologne.

A number of new Amiga products were displayed at the show.

Phase 5's PowerPC card for the Amiga was demonstrated on an A4000. It was used to render fractal landscapes on a Workbench screen. The A\Box (reported in the November issue of Amiga News Australia) was also announced.



Camera crew checks out Phase 5

ProDAD's p-OS, an alternative operating system for the Amiga, was demonstrated on a 680x0-based Amiga. There are plans to release a PowerPC version of p-OS for PowerPC-based Amigas. ProDAD also showed its Amiga-based CockTel video conferencing system.

Village Tronic showed the Picasso IV card. Brief specs include 64-bit graphics processor, 4 Mb EDO RAM, FlickerFixer, four-channel audio mixer, Zorro II/III and local PCI slots for Power-Graphics modules. A MPEG option will also be available.

Macrosystem's Draco 060 Amiga clone was also on display. It is designed primarily for use for video editing. The VLab-Motion card now uses Draco direct slots for faster speed.

DCE showed prototypes of its AGA chipset upgrade kits for Amiga 500 and Amiga 2000 computers. Also on show was the SX32 Pro, a new CD32 turbo expansion system, which has a 68030-25 or 68030-50 and can have up to 64 Mb fast RAM and a 1 Gb 2.5" hard disk.

Unfortunately, Amiga Technologies, which is still trading in bankruptcy, did not have a stand, instead the place where it was meant to be was taken up by a VIP room.

Third Gateway Show

Gateway Amiga Club is sponsoring the Third Gateway Computer Show to be held in St Louis, Missouri on March 15 and 16, 1997.

"This two day weekend event will show the Amiga community that the Amiga is making headway in its efforts to come back," says the club. "Utilising our expertise and low costs, a show of high calibre will be funded with minimal cost."

US Amiga manufacturer, Quikpak, has already committed to attending the show, as have SoftLogik and Intangible Assets Manufacturing.

In previous years, user groups in neighbouring states have chartered buses to attend the show, and Amiga users from all over the US have attended the show.

AmigaFest '96

AmigaFest 96 was held earlier this month in Ontario, Canada. The World of Amiga Show (Ontario), which was to be held later in December has been cancelled because of the clash with Amiga Fest '96.

Perhaps the the biggest surprises of the show were Quikpak's new Amigas - the A5050 and A4000L (see below).

Phase 5 was also there showing off its PowerUp card, and spreading the word about its Amiga-compatible A\Box computer, due out early this year.

Applied Magic demonstrated its Broadcaster Elite non-linear editor.

Anti-Gravity Products had a 200 MHz DEC Alpha running the Amiga version of Photgenics in a window -- made possible by Hi-Q's new Siamese System.

Source Steve Collins
envisage@ptd.net

More new Amigas

Two new Amigas --- including a long awaited portable --- have been announced by Quikpak.

The A4000L is a portable Amiga 4000 with 060 CPU, keyboard and LCD screen.

The A5050 is basically a A4000T with built-in Pentium card and Zorro, PCI and ISA slots. A button switches between the PC and Amiga operating environments.

Bob Farrow, General and New Business Manager at Megatron, told Amiga News he will contact Quikpak to find out more about the new models.

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CyberGraphics Version 40.47 (reg'd version)

BRIEF DESCRIPTION:
Cybergraphics is software drivers/emulation software, including Workbench emulation, for 3rd party graphics boards that use the CirrusLogic family of chips.It allows retargetable graphics (RTG) type extensions to theWorkbench environment and is very similar in operation to the standard AmigaDOS way of doing things.

AUTHOR/COMPANY INFORMATION:

Name: Thomas Sontowski and
Frank Mariak
Address: Thomas Sontowski
Bensberger Marktweg 15
51069 Koeln
GERMANY

Frank Mariak
Klosterstr.7
44135 Dortmund
GERMANY

Email: marvin@sun.ph-cip.uni-koeln.de
fmriak@chaosengine.ping.de

The shareware registration fee is $35.00 (US) or DM50.00.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS:
A supported third-party graphics board: EGS Spectrum, OPAL, Retina Z3, Domino, Merlin, PicassoII, PiccoloSD64, and the forthcoming CyberVision64.

RAM as recommended by the graphics board manufacturer.

A hard disk is not necessarily needed. It will run from floppies. Space needed for Libraries is about 96K.68020 or higher CPU recommeded.

AmigaDOS 2.x recommended. AmigaDOS 3.x preferred.

COPY PROTECTION:
A registered Monitor file is required for full functions.
Hard drive installable. Installer by Robert Reiswig.

Copy protection is just right - the unregistered version lets you see the functions of the software in limited view modes, and the only annoyance is the lack of 24-bit display modes. Everything else is functional.

All 24-bit modes are enabled when you receive your key/Monitorfile, which is registered only to you and cannot be transferred.

MACHINE USED FOR TESTING:
Amiga 3000/040/40, 2MB Chip RAM, 12MB Fast RAM NEC 3D

MultiSync Monitor and Phillips CM8833 Monitor GVP SPECTRUM24 24-bit graphics board
Kickstart 40.68 (3.1) Workbench 40.42 (3.1)

880K internal floppy, 1.76MB external floppy Seagate 240MB (x2) SCSI hard drives TEXEL (Plextor) DM5024 Double Spin SCSI-2 CD-ROM (external) Play Inc. (Digital Creations) PAL DCTV

SOFTWARE:
Mpeg_play, ImageFX2.0, ADPRO, DPaint5.0, Personal Paint6.1, Real3D 2.49Demo, Image Engineer 1.1, Flick1.4, Professional Page4.0, PageStream3.0d, Cyberview2.0 and CyberWindow.

INSTALLATION:
Installation is by the Standard Commodore Installer Program (written by Robert Reiswig).

Installation is straightforward and was accomplished by installing the Shareware version 40.46, ftp-ing to retrieve the 40.47 registered version, and then updating the libraries and drivers, again using the Commodore Installer program. The Installer was intelligent enough to check hardware and software already installed, and it politely asked before removing or moving anything.

You are asked for your particular graphics card and the bandwidth of your monitor.

24-bit modes are enabled by copying over the file in DEVS:Monitors with your personalized monitor file.

Installation was a joy and very straightforward.

BACKGROUND:
The Cybergraphics software system has been around on AMINET for quite a while beginning with version 40.40. I downloaded all the versions to 40.46 before having a "shell accident" one day. I copied ENV: to ENVARC: by accident without a backup.

I thought nothing of it considering the way ENVARC: is copied to ENV: at startup and I hadn't done anything except open a shell after a cold boot.

When I re-booted I had no EGS system on my SPECTRUM card. The Visiona software was refusing to mount the drivers to initialize the card, and I was losing my temper after 3 re-install attempts with the EGS software.

I already had the Cybergraphics 40.46 system installed and stored on my SYS: partition. So in a fit of rage, I deleted everything to do with EGS and simply copied the SPECTRUM monitor driver into DEVS:Monitors and re-booted. Suddenly I had new modes in my

STANDARD screen mode requesters.

I was back up and running in 800x600x256 in next to no time.

GETTING IT TWEEKED:
This version allows some environment variables to be set. There is one for Hi-Res pointers, one for CPU blitting, one for hiding 15-bit modes, and one for re-direction of the alert screens.

A utility is provided similar to the Display Adjust program supplied with the Visiona software for the Spectrum card.

If you are in doubt as to what versions you are running, there is also a program called "Cyberver" that will show all revisions of the libraries installed.

Once I had registered and received my Personal Monitor File (by Email), I set about configuring the software to drive my monitor properly. Fortunately, if you pick the correct upper frequency for your monitor during the installation procedure, you will have very little to do here. Most modes worked straight up with my NEC 3D, and there are some modes that were just not possible under EGS -- namely, 1600x1200x256. There is a "test" button in the monitor configuration that places a familiar test pattern for that mode on your monitor,. The software is intelligent enough to warn you if the mode exceeds your monitor frequency range.

Obtaining a 800x600 24-bit mode was a little tricky, but no concern when I realized what everything did in the configuration screen.

It is certainly much easier than the EGS Display Adjust software. My only gripe is that there is even less in the AmigaGuide documentation than there is in the GVP manual about the technical details of what your adjustments do.

HOW DOES IT WORK?:
Cybergraphics works the same as any other Monitor Driver you have in your DEVS:Monitors drawer. There is nothing in your Workbench start-up drawer and no patching of anything that is noticeable: unlike the EGS software, which spends a lot of its time on boot, copying and moving things, slowing the boot down.

Graphics memory on your graphics board (if present) is used in the same manner as it always was. In my case I always have 1.89M of Chip RAM available, just as I did under EGS.

Any program which presents you with a standard screen mode requester can more often than not use the CyberGraphics Modes.

What this means in reality is that

without mode promotion, I suddenly have seen Personal Paint, Deluxe Paint and ProPage/PageStream in 256 colours for the first time on my machine.

Most of these programs are stable under the emulation. DPaint can crash sometimes with brush operations, and you may have to refresh the screen manually because the software seems not to do it.

Brilliance will NOT use CyberGraphics modes because of the way it uses the native CHIP RAM. Programs which hit the graphics chips hard like Vista Pro and Scenery Animator have to be used in normal PAL or NTSC Amiga modes. They WILL crash your machine if run with CyberGraphics active.

My only disappointment with the colour modes of DPaint/PPaint is that animation is of course not possible on the Cyber modes. Fortunately, DPaint5.0 is able use high colour buffers in ECS native modes, so there is really no excuse for not pumping out 256 colour animations.

The Workbench is the biggest surprise though! Using the standard Workbench screen mode Prefs program it is possible to use a 8, 15, 16 or 24-bit Workbench! Programs like Multiview still show everything in 256 colours, but that is more an Intuition limit than the emulation software.

Planned additions to CyberGraphics are the extensions to Intuition to allow higher colour modes. This, I believe, is the RTG extension to Workbench that Commodore of old should have given us with AmigaDOS 3.1.

SPEED vs EGS:
Overall, all software works with CyberGraphics. ImageFX, ADPRO, Photogenics and Real3D have drivers provided which drive your board directly. Particularly spectacular is the ImageFX render module.

Intuition functions such as opening, closing and moving windows are several times faster than the EGS emulation. Windows snap open, even in 256 colours. They open as fast in 256 colours under Cybergraphics as they did in 8 colours under the EGS system.

Blit operations seem to be faster, even when using the graphic boards on board blitter.
[MODERATOR'S NOTE: Keep in mind that the reviewer's machine has a 40 MHz 68040 CPU. Your results may be different with a slower machine. - Dan]

DOCUMENTATION:
Documentation comes in the form of AmigaGuide (TM) manuals. I found

it a little light on the technical side, particularly the section dealing with the setting up of the monitor modes.

Apart from that, it's reasonable and easy to read. It comes in the original German and an English translation. The English version is readable by both beginners and old hands.

LIKES:
I like the more system friendly way Cybergraphics works. It seems more "natural" and doesn't stress your RAM out by loading a totally different desktop system, as the EGS system does.

The faster blitting is good and the extensions to the bitplane depth of Workbench should be fantastic when it's completed. (Imagine 15-bit animations playing on the WB in a window.)

Retargetting is kept to a minimum, and that's a good thing.

All of my terminal programs and just about everything I own can run on a Cybergraphics screen with increased colour depth. Term4.3a looks amazing in 16 colours (VGA) and updates speedily with a 28.8K connection throwing characters down the line.

You get your draggable/scrollable screens back when using the graphics card, which most emulation software eliminates. I have had to learn to pull screens down again after all this time.

The Hi-Res pointers are their correct colours and size, unlike EGS where my hand pointer looked as if it has been amputated and roasted.

I also am very grateful that it has made my system more stable. There are absolutely zero crashes from retargetting. (The EGS ESP program is, well... $%&@^%!) I like the fact that I am confident that I can continue working and not crash in the middle of anything and lose it as I used to do.

DISLIKES AND SUGGESTIONS:
There are only three things I don't like about this product and they are:
(1) When using a dual monitor setup (My DCTV is on the other monitor), there is a constant flashing of what looks like corrupted Chip RAM patterns on an inactive Amiga screen. Switching to and from Cybergraphics modes and ECS modes fixes it sometimes, but it is mostly there all the time.

(2) With Mpeg_play, to play Mpeg in 24-bit you cannot use the EGS24 option any longer. The way to do it is to use the Village24option (The villintuisip.library is installed by Cybergraphics for you). The big problem is that although it is surely showing in 24-bit, all the chroma is reversed. The luma (black &

white) is correct but all colour is reversed totally. 180 degrees out of phase? I don't like seeing my Mpegs in reverse colours, although it has given me some ideas about colours :)

I have Emailed the authors about this. I hope it's the library and not the CyberGraphics software itself. Perhaps on the next compile of Mpeg_play, TapAvi and Flick, we'll see a specific "Cyber" option.

(3) In 24-bit modes you see 3 pointers due to "a hardware limitation".

COMPARISON TO OTHER SIMILAR PRODUCTS

The only other system I can compare Cybergraphics with is the Visiona EGS 6.2 and 7.1 versions. Overall the Cybergraphics system has it on the Visiona system. There is no "kludging" the system as EGS does, much less software configuration than EGS, and it just seems less alien to the Amiga way of doing things.

BUGS:

The only bug I noticed is documented by the authors and that is sometimes if you have a Cybergraphics screen in front of a "native" screen you see two pointers periodically. They are fixing this. The reverse coloured mpegs could be the library not the Cybergraphics system itself, so I don't consider it a bug in that sense. Games will crash if you start them under the emulation. Frank Mariac has uploaded a little 1K utility called "Cyberswitch" that is used in a script file. It resets the Amigas video modes, temporarily disabling the the Cyber modes.

There seems to be a small bug in the ADPRO saver which causes an emulation error (8000003).

VENDOR SUPPORT:

Vendor support is excellent if you have Internet access. By snail mail would be labourious.

Robert Rieswig and I have spoken frequently on IRC #Amiga channel about CyberGraphics. He was instrumental in helping with installation and registration.

All Email to any of the three authors is answered within 24 hours. There is no warranty expressed or implied.

Overall I would rate this product as 4.5 out of 5 stars. It is many times more usable for an EGS owner and should be just what the operating system ordered when the few remaining bugs are sorted out and we all have CyberVision64 boards.

It is an excellent replacement for the EGS system, and I feel my board is more a "part" of my machine now. Operation is silky smooth and everything has stablized. I am The best $35 spent this year!

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Amiga software projects wanted

Calling all Australian Software Writers!

If you're working on an Amiga software project, Small-Biz Software wants to hear from you.

Small-Biz Software is the distributor of Directory Opus, GPFax and Easy Ledger.

Manager Tony Carmody says he is interested in hearing from anyone who may have started a project and needs help to get it finished and published.

Further information: Small-Biz Software, PO Box 24, Golden Beach, Qld 4551. Ph (07) 5491 9190, fax (07) 5492 6860. E-mail tcamiga@m140.aone.net.au

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Megatron sticks by Amiga

The Amiga's Australian distributor, Megatron will not abandon the Amiga, according to the company's General and New Business Manager, Bob Farrow.

"This is a very frustrating time, but unlike some dealers, we are not abandoning the product and trading Amigas for PCs," he says.

"What we are doing is expanding our Industrial Division and strengthening the Amiga market and the public's awareness of the Amiga's graphics capabilities."

Farrow sites as an example the work Megatron is doing with Club Video in Queensland:

"To date Club Video has some 150 units in the field, and with our help, it will triple that in 1997.

"So who can say the Amiga is dead in Australia?"

Farrow also revealed that Megatron not only has the exclusive distributor rights for Australia, it also has a licence to manufacture Amiga motherboards in Australia.

"So, if the unthinkable were to happen, we would take on the manufacturing of the Amiga for our region, and, if I'm not mistaken, Asia as well."

If the VIScorp deal goes ahead, Farrow promises that Megatron will get behind its dealer network, "especially those who have remained loyal to the Amiga platform all these years".

Farrow confirmed that Megatron was still buying Amigas from Amiga Technologies.

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Amiga Development fund in Australia

Australia has it own branch of the Amiga Development Fund. The fund has been set up to help finance Amiga software projects.

In Australia, the fund is represented by Warrick Burgess, who says he will shortly commence an e-mail campaign to Australian Amiga software authors.

Warrick can be contacted on email on
burgess@vision.net.au
Amiga Developer Fund (Aust)

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Goodbye AADA?

The Western Australian chapter of the Australian Amiga Developers Association (AADA) may fold, according to member Jason Birch.

However, the remaining members may resurrect the Amiga Developers Association of Western Australia (ADAWA), which was disbanded when the AADA was formed.

Meetings of the WA chapter of the AADA were once attended by up to 18 members, according to Birch. It is now down to eight.

"The only ones who regularly attend meetings are me, Matthew Christou, Bernd Felsche, Stephen Morgan, Ian Sampson, Andre Schoen and Robert Urquhart," says Birch.

"Gregg Helleren was also a regular --- and our immediate past president --- but he managed to get a tour of Australia with his LaserAge stuff. He wrote some software to control lasers with his Amiga and uses it for concerts."

According to Birch, the AADA had the following membership numbers in February 1994: ACT, 2; NSW, 22; Qld, 2; Vic, 24; SA, 14; Tas, 1 and WA, 9.

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Aust Amiga show in 97

Megatron is planning an Amiga show for Melbourne in the first quarter of 1997.

The show, yet to be named, will encompass both the home and industrial market.

According to Megatron's General and New Business Manager, Bob Farrow, the aim of the show will be to "strengthen the Amiga platform in Australia and ultimately Asia".

Farrow says the show will go ahead regardless of the outcome of the VIScorp deal.

Megatron wants to talk to all interested parties, and is also looking for co-sponsors. Further information: Megatron Electronic Industries, ph (03) 9870 4844, e-mail rfarrow@gui.com.au.

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YAM

YAM (short for 'Yet Another Mailer') is a MIME-compliant Internet mailer for the Amiga with built-in POP3 and SMTP clients.This is how it looks:

Features of YAM (version 1.3.3):

* Basic functions: read, write, delete, reply and forward mail

* Three folders for incoming, outgoing and sent mail and up to 48 folders for archived mail

* Address book supporting groups and user lists

* Built-in POP3 client to check for mail on startup, on demand or at regular time intervals

* Write or reply your messages offline and send them to the mail server using the built-in SMTP client

* Add the sender of a mail to the address book with a simple mouseclick

* Built-in support for UUencode and MIME to send and receive binary files

* Up to 48 filters to automatically process new messages

* The ARexx port allows other programs (e.g. WWW browsers) to control YAM

* The graphical user interface of YAM is font-sensitive and fully user configurable

* YAM runs either on the Workbench screen or on any other custom screen

* Context related online help through help bubbles and AmigaGuide

* Includes catalog files for more than 12 different languages

* Easy installation with the Installer

REQUIREMENTS:

* Amiga Computer with a minimum of 1 MB RAM

* AmigaOS/Workbench 2.0 or higher

* MUI 3.3 or higher (Aminet: dev/gui/mui33usr.lha)

* AmiTCP 2.3 or higher (Aminet: comm/tcp/AmiTCPdemo_40.lha); or any AmiTCP compatible

* TCP/IP stack like MIAMI or TermiteTCP

PRICE:

YAM is distributed as Freeware, so you don't have to pay anything for it. Older versions (V1.3.2 and below) were so called 'Mailware' and required the user to send me his name and email address in order to get a (free) registration code.

UPDATES:

If you're already using YAM 1.3.2, you might be interested what's new in the next version of YAM, which is currently in beta stage:

* BF: YAM now handles lines beginning with a period correctly

* BF: "Reply to recipient only" fixed
* BF: Sequence of address book entries is now saved
* BF: The most recent entry in the attachment list gets select automatically
* BF: Removed flickering of the AppIcon when filtering new messages
* BF: Installer script should now work with OS 2.x
* BF: Confirm deletion setting is now saved in the configuration file

* YAM is now Freeware, no registration required anymore
* Recompiling with SAS/C 6.56 made YAM smaller and faster

NEW FEATURES:

* Support of textstyles (*bold*, _underlined_, etc.)
* Added new config option to word-wrap new messages and quotations
* The external editor may now detach
* Removed some problems concerning the signature
* Faster encoding and decoding (asynchronous I/O)
* Improved handling of index files when deleting messages
* Archive and sent folders are loaded on request only
* The export option now appends to existing files
* Messages can be imported into any folder
* Message date and time is extracted from the Date: header field
* YAM now first scans ENV:TZ, then Locale.library to get the time zone
* New variables %w (weekday) and %t (time) for reply and forward headers
* Subjects starting with AW: (Microsoft) are now handled like Re:
* Increased number of custom archive folders (16->48) and filters (32->48)
* Larger buffers for recipient fields (2 KB), email addresses (100 B) and user ids (40 B)
* ARexx command MAILSENDALL returns number of sent messages or -1 on failure
* Folder names may be used as arguments for MAILSETFOLDER and MAILARCHIVE

* New ARexx commands MAILUPDATE, MAILFILTER, GETSCREENNAME and REQUEST
* "Send on Startup" now checks if you're online
* "Send again" allows multiple selection and doesn't send automatically
* Some other small enhancements and corrections

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Amigas In Iran

Paymaan Jafari
rdc@dci.iran.com

First of all, it's better to introduce myself; I am Paymaan Jafari, Founder of PALAPAL Amiga Programmers Group (0098-21-3153445), & Forum-Of NONIBM forum of MAVARA BBS (0098 21 8740815) Tehran, Iran.

Our group and I have designed, programmed and made control, medical, etc. systems for about 6 years just using our beloved Amiga.

I remember Commodore used to have a branch on Iran, till about 4 years ago, and although it was just importing Amigas here, it was helping us to get our machines as easily as possible. And suddenly Commodore went away and its branch changed its business to other computers, mainly IBM-PC clones :(.

At first we were shocked. Until that day, we were arguing to PC & MAC users about the detail and power of AmigaOS and mostly about the hardware, CPU (I believe Motorola is best in making CPU, both for users and programmers) and finally, the architecture of the Amiga. We were already victorious in these fights. There was no technical reason they could use to show we are wrong! Just some usual things we all have heard from these types of users, like: "If the PC is bad, why are so many people using it?" or "If the Mac is bad, why does it cost so much more?" and the like. :)

All weak reasons. We even tried to show our university professors what a strong OS & Hardware Amiga has, and tried to do all our hardware and software projects on Amiga.

After retreat of Commodore, Amiga's prices began to get higher and higher, and more people went toward those low-cost Pentiums and DXs. Other Amigans and me tried to get information, software and magazines from around the world to supply users, to recover our Amiga Community moral and to bring users back to our beloved platform. Some came back, because DOS and Windows are really hard to use, especially for users who have worked on an Amiga, but low prices and that damn DOOM game, no useful Persian font and direction compatibility (our caligraphy is right-to-left, but numbers & math are written left-to-right), also the PC bad standard font and char table that uses Amiga control codes for normal chars, causing problems in showing them in normal Amiga Console devices, made others to stay on PCs.

To solve our problems we have need of information about new libraries, new capabilities of OS and other info any programmer needs. But I have just 2.04 autodoc series and no idea where in the world I can find up-to-date information. We had no speedy connection to the internet, and the embargo was another problem.

Amiga users branched to 3 types or groups: professional animators/musicians who were already the main film/TV-adverts/clips generators, these people have no problems, they easily bring required systems by themselves (it is no problem for a person who is returning to the country to buy and bring a full system), and they are always successful in making the best products in TV.

Second group was programmers (us) :-). Everything was against us! No copyright laws, no support from the former Commodore, (even when it was alive), no documents, nothing, nothing, nothing ...! Some of us tried to get required information by ourselves. I myself tried to buy AutoDocs and connect to programmers and Commodore itself, to catch the info.

I bought the full AutoDocs from USA, but CATS never accepted my subscription and this made me supportless (others too!). Even with all of these problems, our team made some great software/hardware that were based just on the Amiga. A language laboratory controlling system, a micro resistance meter (for Sharif Industrial University, Tehran), 3 or 4 medical systems; a gamma ray photographer,... and finally 2 of us made the Polymer Analyzer, it won the 3rd place Innovation prize in 1994/5 (1374 Solar year from Hejrat, our time base.) and all of the systems were a little hardware plus a assembly code written by my dear friend Majid Heidary, and just on A1200!!!

Third group are normal users, gamers, kids,... they are main part of Amigans here, but we can't rely on them. This group can easily change their way, seeing a DOOM may cause them to sell the high-price A1200 and buy a low-cost Pentium120 to play DOOM and WarCraft!!!.

Students are better than gamers, but lack of educational software is a problem. There is no low-cost analog electric software (like SPICE), Math software (like Derive) and other topics you know. Desktop publishers have all gone to the MAC or PC side, cause there is *NO Persian DTP Package* here, and no DTP packages support right-to-left (also some other minor differences) for their publishing.

After 2 years without any useful relations with other Amigans around the world, we tried to support our country's Amiga users by ourselves, by exchanging information, shareware/PD programs, magazines (AReport mainly :)) and news. To do this, two of us increased our activity on one of the best Iranian BBSs, called MAVARA, so they accepted that an AMIGA forum was a need, and created that and a file Library too.

I got to be its operator, and suddenly, we gathered all Amiga users there, providing them their needed info and files. Through INTERNET connections, we found our best info and shareware resources and these were so good, cause if we want to use commercial software, there is no authorized dealer and we are forced to use pirated copies (that I extremely hate.)

All this we have done, just to keep our beloved Amiga alive, and to show people how well it's made, but it is not the time to delay, it is the time for competition, with all of our capabilities, to pass this critical period. Till now, the hi-tech design of Amiga has made it stay alive, but time passes, and computer technology progresses too fast, and if we don't move, it'll be too late to win the competition.

We need VISCorp's support. Iran has a extremely high capacity for selling Amiga, many more than other countries, if it imported here by a company, not people.

If all text based programs, like DTP, text editors and even vector and bitmap painting packages consider a right-to-left option for text (with some descriptions about control codes), then I estimate we could force almost all publishers to use Amiga as their base system. We have made some commodities, but if the software itself support this option, it'll be more functional.

Also, I would like to ask programmers to contact us for persian localization of their software (also we can do arabic translations). The last need is about shareware support. We can do money transfer to programmers, but if and only if they consider a lower shareware fee for countries like us where the money rate is lower than theirs. And they also have to support those users through us, just like other users. This may sound not so good, but it helps shareware authors to be supported. For this, all Amiga users around the world will get low-cost good programs, because our costs are very much lower than other countries too.

I'll be at anyone's service who wants to know more about us. Here I'm going to appreciate some good friends;

Mr. Compton, who has made this great magazine, Tachyon, Sibbi, TjardE (On IRC) and many others who helped me to prepare my WWW, AmiTCP, Mlink to work, and any other Amiga Lover/User/Programmer/Artist :)

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FOR SALE

GOLDEN GATE BRIDGEBOARD
386 SX25 - 8MB - Math Co-Processor
Video Card - Windows 3.11 $450

……

OpalVision Graphics Board $450
Bob Baxter Ph. (07) 3264-3702

Internet Payment Systems

Internet Payment Systems - An Overview

Dan Litman
dlitman@abcs.com

I started this Internet Payment System article some time ago, while volunteering my time as part of the Amiga Development Fund Team. The purpose of the ADF is to support programmers of freeware and shareware software in their enhancement of the Amiga Platform. Well we want a Internet Payment System that an Amiga User could call up and donate cash to their favorite project/programmer. Well as it turns out, I found lots of places that deal with Internet funds in some form or another. But most of them only worked on various PC or Mac type computer systems. There are a couple of banking systems out there that support Unix type systems. But NOTHING for the Amiga !!

So what are Internet Payment Systems?

While this idea doesn't seem complicated or unique it has created some security issues for the customer involved. Companies such as Digicash and CyberCash have jumped on this issue by creating Internet Payment Systems, or more generally, Electronic Payment Systems (EPS). The systems that are being developed incorporate the conventional forms of monetary transactions: Cash, Check, and Credit Card.

What different markets exist today for internet payments?

Private purchases: These may include everything purchased for some people who are very concerned about Big Brother, or special gift items that a customer doesn't want his/her spouse to see. There are a variety of reasons and times that people may want to keep their purchases private. Under these cases an electronic form of cash provides the required anonymity. Most of the proprietary systems out there right now are privacy oriented.

Small purchases: These include pay per view articles and information, one-time access to a commercial websites, or a download fee for a piece of software. These charges may be on the magnitude of a dollar or less.

These purchases are too small to warrant the costs of a credit card transaction. First Virtual is the real leader in micropayments. Recent developments in this area include the release of the Micro Payment Transfer Protocol (MPTP) standard from the World Wide Web Consortium (W3C) on November 22 1995.

Medium and large purchases: These include items that customers normally purchase with credit cards at stores. They can range from under $10 up to thousands of dollars. This market will most likely be dominated by credit cards. The purchases are large enough to warrant the relatively high cost per transaction of a credit card. Security concerns are being actively addressed by both Master Card and Visa. In autumn of 1995 Visa and Microsoft teamed up and released the Secure Transactions Technology (STT) encryption standard. At the same time Master Card, Netscape, CyberCash, GTE, and IBM introduced Secure Electronic Payment Protocol (SEPP). In February of 1996 they teamed up and released a joint draft standard Secure Electronic Transaction (SET) was projected to be completed by this summer.

What's on the Web today ?

The 2 most common payment methods on the internet today are:

Phone in orders: Many companies are only using the Web as a billboard for the company and its products. If a person wants to order an item they are given a 1800 number to call. An operator processes the order just as if the customer saw an advertisement on TV or in a magazine.

Credit card orders: Customer use a web based CGI form to fill out their order information and provide their credit card number. Netscape 2.0 introduced Secure Sockets Layer (SLL) technology to protect the card numbers. Users are often advised if they are using an older browser that does not have SLL built in, to phone in their order. Still, many people are very concerned about internet security and are reluctant to send their gold card numbers with their $5000 credit limit into cyberspace.

Major Internet based payment systems in use today are:

First Virtual confirms every purchase with an e-mail to the customer to verify the validity of the transaction. The only number sent over the net is the customers First Virtual ID code. They have the largest number of merchants and information vendors by far.

CyberCash has you download a CyberCash wallet which is similar to the money handling software from the other firms. They are supported by multiple banks and merchants.

Digicash which is handled by Mark Twain Bank and used by a variety of merchants on the WWW. It is based on creating a cash & quote which consists of 64 bit numbers that are passed from the customer to the vendor and back to the bank for verification.

The NetBank, Home of NetCash transfers funds through a series of non-encoded numbers that are e-mailed to vendors. Strings of numbers are assigned certain values when they are issued.

Internet Payment Systems Challenges

The biggest challenge for Internet Payment Systems is finding customers and vendors who are willing to risk investing in a product that is currently in its introduction stage. What this has created is a chicken and egg effect. Banks and software companies can't get customers without vendors, and they can't get vendors without customers.

Security factors are perhaps the biggest deterrent for individuals interested in making on-line purchases. Most people fear giving their credit card numbers, phone numbers or addresses not knowing who will be able to retrieve that information without their consent. It is interesting to note that most people don't even give it a second thought when purchasing items with a credit card over the phone, but to ask them to do it from their PC makes them very uncomfortable.

New developments in credit card security Secure Electronic Transaction (SET) are taking this fear away by adding encryption to scramble the card number so only the vendor and customer can read it.

Privacy is a significant factor in some of the payment schemes.

Cyberpunks feel that privacy is paramount. However, the public has become comfortable with credit cards and debit cards. Private cash has a potential market, but it may not be as large as people today are thinking.

Electronic Cash and the Web

Systems such as Digicash and NetCash allow the customer to deposit cash into a bank account then use that cash to purchase items off the internet.

Digicash customers receive an encoded 64 bit number for each nickel they convert to e-cash, which is then transferred to the users hard drive. The customer can then transfer the cash to vendors on the internet (as long as the vendor accepts this form of payment). The vendor then returns the e-cash to the bank in exchange for real money.

Disadvantage of the Web and Electronic Cash:

Digital dollars are uninsured: For

example, if your hard drive were to crash, your e-bank goes under, or hackers were to decode your numbers, there would be no way to retrieve your lost cash (just as if you dropped a $20 bill on the street and lost it). Since the bank does not link the money to your name they would have no way to reimburse you. However, Digicash's e-cash is recoverable if your hard disk crashes. In that case the customer would have to give up his/her anonymity to get the e-cash replaced by the bank.

Advantages of the Web and Electronic Cash:

Privacy: Electronic cash is untraceable. The bank does not link the numbers to a particular person, therefore it is impossible to link payment to payer. The customer does not have to worry about being added to dozens of mailing lists. Unless of course, the customer has ordered actual merchandise that needs to be sent to their home, instead of information that can be sent over the internet.

Limited liability: A customer can only lose as much money as they are carrying. People may be more willing to deal with electronic cash and only risk the $20 in their electronic wallet than to send their $5,000 goldcard number across the net.

Credit Cards and the Web

Credit card systems will operate much in the same way as they currently do. The customer will be able to use their current credit card, if desired, to purchase items directly from the vendor. The main difference is that the major credit card companies have developed an encryption standard called Secure Electronic Transaction (SET).

With SET the merchant does not receive your credit card number. Rather, they receive a token, which is passed on to the bank who then uses the token to get the actual number, authorizes or declines the transaction, then sends the merchant an authorization number. The merchant is assured that the card is good, and completes the transactions. All of this is done with public-key encryption to assure authenticity of the parties. Also, with SET the consumer receives a certified digital receipt for the transaction. In essence, SET transactions will not just be AS secure as traditional transaction, they will actually be more SECURE.

Disadvantages of Credit Cards and the Web ;

Lack of privacy: Unlike cash transactions that are anonymous, credit card transactions link your name to the account. Therefore, the customer will not be able to maintain the anonymity of a cash transaction. They also run the risk of having their name added to a bunch of mailing lists.

Advantages of Credit Cards and the Web:

Your money is securely in the bank : If you would happen to lose the card, the account is still linked to your name. Therefore, unlike cash systems there is a way the bank can verify your account balance and the money itself is not lost.

There is no need to open a new account:
Unlike cash systems which require the user to open a new account with a bank that is currently set up to handle this type of transaction, with the credit card system the customer would be able to keep the bank account and credit card they currently have. This is a very important factor in the early stages of web commerce.

Cheques and the Web

Schemes to transfer electronic cheques across the web are not as well developed as the other forms of fund transfers. Cheques could be something as simple as e-mailing a message to a merchant authorizing them to draw funds from your account, with digital signatures and certificates attached.

In many ways a cheque system is a compromise between a credit card system and a cash system. CheckFree, NetCheque, and NetChex are the major players in the cheque market.

Privacy: Although not nearly as bad as credit cards, cheques would still reveal data about the customer.

Advantages of Cheques and the Web

Processing: Electronic cheques can be processed the same as current cheques are processed, through the Automated Clearing House. They would look different, but they are still just cheques.

Making Change: Electronic cash can not be written for just any amount.
If you get a $25 number string from NetCash and want to buy something for $5 you have to send your number string back to NetBank and ask for change.
They then send you a $5 string and a $20 string. A cheque system would allow the user to specify the exact amount of the transaction.

Your money is securely in the bank : Customers don't need to worry about losing anything as they would in a cash system.

Visions of the future

The Internet payment market

belongs to the companies that can get a convenient and secure method to everyone's computer the fastest. Once an initial lead is clearly demonstrated, the standard will attract more vendors which will attract more customers, which will attract more vendors, and so on.

The Secure Electronic Transaction (SET) standard from Mastercard and Visa appears to have the lead. Although it is extremely new, it has the backing of Microsoft, Netscape, CyberCash, GTE, and IBM. The public already possesses and understands credit cards. It's not a new account, or a new bank to deal with. It's just a new way of sending the card number. Once the public believes the encryption is safe or receives a guarantee that they will not be held responsible for fraudulent hacker purchases, then there will be no stopping the standard. The initial lead will cause vendors to scramble to get on board and will create a more competitive market for customers.

An encrypted credit card system is great for medium and large purchases, but will not satisfy the needs for small and private purchases. This leaves a niche market open for one of the proprietary software companies who are now fighting for a lead. Who will that company be is impossible to say. But it is reasonable that it will be one of the firms listed above.

Advice for you while on the Internet:

Allow payments thorough as many channels as possible. They can not afford to turn away any customer who does not have the specific type of electronic cash system software platform. The more systems they hear of the more systems that will be supported. Open a merchant account with each of the leading payment system companies, most offer good deals to attract new business.

Keep a close eye on the market and watch them scramble against their competitors.

What I would like to see Happen:

I would like to see Amiga system users join the Amiga Development Fund team. There they could donate time an funds supporting programmers that could port PC/Mac software to the Amiga. Check out the ADF web page at [http://afrodite.hibu.no:8001/paulken4/adf/index.html]

Also the Free Software Union has a mailing list where they just began an Amiga porting issue area. This is new so they need programmers and users with ideas. To subscribe, your e-mail should goto majordomo@fsu.clsp.jhu.edu and have a blank subject line and a body containing only subscribe fsu-amiga. You can check out the FSUvia the web at [http://www.jagunet.com/~braddock/fslu/org] all at once. ●♂☺♀●

Mystery hard disk

One of Australia's leading Amiga Internet sites, Livewire, was recently donated a hard disk to help it keep its Amiga archives.

However, Livewire's Ross Delaforce, has a written agreement not to reveal the identity of the doner:
"I believe it might have something to do with a product launch soon," says Delaforce.
All very mysterious...

●♂☺♀●

Amiga come-back?

Jason S Birch of the Western Australian Chapter of the Australian Amiga Developers' Association:
"If someone were willing to sell an 060 Amiga 4000T with CV64 for even $3000 it would do well here. Anyone who thinks such a machine couldn't compete with the cheaper and faster Pentiums should do themselves a favour and try one. It's amazing."

●♂☺♀●

Personal Paint 7

Cloanto has released Personal Paint 7 and it's available on both CD-ROM and floppy disk.
New features include:

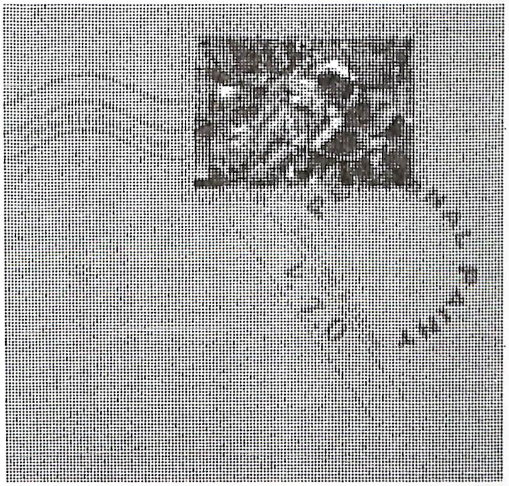
* 180 ARexx commands, with scripts directly accessible from the toolbar.

* New and improved file formats, including PhotoCD (licensed from Kodak), GIF (licensed from Unisys), BMP (Windows and OS/2), JPEG (not a datatype anymore), 24-bit datatypes and PBM.

* Internet design tools like GIF animations and a map editor.

* Enhanced user interface (pop-up gadgets, different sizes of user interface fonts, NewIcons, thumbnails, etc)

* A new "plug-in" library system



that makes it possible to add input/output formats (for files, scanners, screens) and to replace critical Amiga blitter and CPU code with a combination of "vrtual blitter" and other logic fully exploiting different hardware (68040, Phase 5 PowerPC, etc).

* Automatically create directory thumbnails for entire directories.

* Advanced vector text functions (rotate, antialias, paths, etc).

* CD-ROM edition includes developer documentation, manuals, tutorial animations, extra artwork.

The CD-ROM includes documentation in English and German, user interface texts in nine languages, CPU/Blitter libraries for both 68000 and Amiga blitter. The company says other libraries will be distributed at no cost from Cloanto and third parties. Price is $99, CD-ROM or floppy.

Local distributor: Amadeus Computers, ph (02) 651 1711.

TurboCalc 4

A new version of TurboCalc has been released. Features include:

* Display is scalable using Zoom.

* Postscript output (including sheets as charts as well as EPS).

* User-definable Toolbar.

* Animated garphical charts.

* Cell notes.

* AutoFill and AutoCorrect.

* Context sensitive, on-line help: Every function, macro and requester gives relevant help at the press of a button.

* Calculation revised and optimised (automatic type-conversion; calculation by row, column, or automatic, iterative multimple calculation)

The CD-ROM includes the English, German, French and Italian version. Price for Version 4 is yet to be determined. Version 3.5 costs $69.

Local distributor: Amadeus Computers, ph (02) 651 1711.

pOS from ProDAD

German software developer ProDAD has announced a new operating system for Amiga computers.

pOS is said to offer the latest modern operating system features, including pre-emptive multitasking, HAL principles and intuitive operation. More information as it comes to hand.

◆

Fast Math Libraries v40.5 (12-Dec-94)

This set of libraries is a replacement for the original libraries by Commodore. They are written in highly optimized assembler code using the 68881/68882 FPU chips and the 68040 FPU directly without any emulation or compatibility overhead. So they are much faster, much smaller, and still 100% compatible.

Contents:

68040/math....library	68040 libraries
68882/math....library	68881/82 libraries
Benchmarks/...	some small benchmark programs
FastMath.doc	you are just reading it...
FastMath.doc.info	you have clicked on it...
Install Libs	installer script
Install Libs.info	icon of installer script

Features:

68020, 68030 or 68040 CPU
68881 or 68882 FPU (with 68020/30)

Kickstart/WB 2.04 or 3.x is recommended.

Usage:
Simply doubleclick on "Install Libs" to install the libraries, the installer script automatically selects the right version and replaces the old ones. Thats all!

You could use the included benchmark programs (CLI only!) to do some before/after comparisons. On the 68040 all tests will show significant speed increases.
On machines with 68020/30 and 68881/82 only mathtrans.library will show really big differences, but the others are much shorter and also a bit faster. So you should install them all.

History:
40.1 - first version (internal)
40.2 - first public release
40.3 - Powers with negative bases didn't work on 68881/82 version, 68040 version is still 40.2
40.4 - Powers are more accurate now with 68881/82 version. 68040 version now only looks for the FPU40 flag if the Kickstart version is >= 39.
40.5 - fixed IEEEDPCmp problem, bumped revision of other libraries

Author:
Martin Berndt
Fr.-Alfred-Str. 115
47226 Duisburg Germany
E-Mail: m_berndt@wanderer.gun.de
UseNet
M_BERNDT@WANDERER.ZER
Zerberus martin berndt 2:2433/20.10
Fido

Legal stuff
This program is SHAREWARE !
If you continue using it longer than a week, please consider paying the fee of DM 30 or US$ 20. So keep the developers developing.

●♂☺♀●

Available Datatypes for the AMIGA OS3.x Operatingsystem
Version 2.0 / 28.9.96 /

rhoenig@nuernberg.netsurf.de / RainerHoenig

datatype:	Version:	Date:	Suffix:	From:
Baseclass				
amigaguide	40.12	23.08.93	-	WB
animation	40.7	28.09.93	-	WB
hypertext	40.5	08.09.96	-	A(++) *6
picture	42.1	15.03.94	-	WB *2
picture (24Bit)	43.753	19.07.96	-	A(++)/FRAS *3
sound	40.6	12.05.93	-	WB
text	40.3	07.12.93	-	WB
binary	39.10	19.02.95	-	A(6)
xpk	39.1	21.11.95	-	A(10)
Subclass *SOUND*				
8svx	40.1	29.04.93	.8svx	WB
adpcm	40.1	26.04.95	-	A(7)
aiff	1.14	15.08.96	-	A(++)
hsn	40.1	28.01.95	.hsn	A(7) MP(3)
macsnd	1.9	15.08.96	.snd	A(++)
maud	39.2	07.01.95	.maud	A(6) MP(3)
SampleVision	39.5	25.12.94	.smp	A(9) MP(3)
sunau	42.2	08.03.94	.[s]au	A(10) *2
TX16W	39.4	22.01.95	.wxx	A(8) MP(3)
voc	40.2	21.01.95	.voc	A(10) MP(3)
wav	40.2	20.01.95	.wav	A(10) MP(3)
Subclass *PICTURE*				
akJFIF	40.1	02.09.96	.jp[e]g|jfif	A(++)
aom_raw	40.2	06.03.95		A(7) MP(3)
be	39.0	12.09.96		A(++)
bmp	40.4	11.08.95	.bmp	A(10) MP(3)
bmp	39.4	10.11.92	.bmp	A(10) *1
debox	40.2	21.03.95		MP(3)
faxx	1.2	26.02.93	.faxx	Trapfax
font	39.5	27.05.96	.font	A(++)
geo	1.0	11.07.94	.geo	M-PD *4
gif (24Bit)	43.13	95-96	.gif	A(++) *3
gif	39.3	22.01.93	.gif	A(10) MP(3)
(z)gif	39.18	30.03.96	.gif	A(++)
HWGpost	40.1	15.09.95	.ps	A(8)
ico	42.1	30.07.93	.ico	A(10) *1
icon	39.4	20.09.95	.info	A(9)
ilbm (24Bit)	43.5	95-96	.iff|ilbm|pic	A(++) *3
ilbm	40.3	29.04.93	.iff|ilbm|pic	WB
info	39.1	09.12.94	.info	A(7)
jfif (24Bit)	43.8	95-96	.jp[e]g|jfif	A(++) *3
jfif	39.25	20.12.94	.jp[e]g|jfif	A(10)
jfif (ProDev-24b)	43.100	17.09.96	.jp[e]g|jfif	A(++)
jpeg	39.1	28.07.93	.jp[e]g|jfif	A(11) MP(3)
macpaint	42.1	02.08.93	.pict	A(10) *1
pbm (24Bit)	43.9	95-96		A(++) *3

```
pcx                 42.1      31.07.93  .pcx             A(10) *1
pcx                 39.7         93-95  .pcx             MP(3)
pcx (24Bit)         43.2            96  .pcx             A(++)
photocd              2.5      08.01.96  .pcd             PhotoworX
png (020)           43.2      31.10.95  .png             A(10)
qrt                 39.1         94-95                   A(7)  *5
MP(3)(m)reko             39.1      08.04.95              A(7)  MP(3)
reko (020)          39.2      22.01.95                   A(7)  MP(3)
sun (020)           43.0      15.02.96  .sun             A(11)
svg                 40.1      01.10.95  .svg-*           A(10)
targa (020)         43.0      17.02.96  .t[ar]ga         A(11)
tiff                43.01     15.02.96  .tif[f]          A(11)
wpg (020)           39.0      19.04.95  .wpg             A(8)  MP(3)
xbm                 42.1      15.03.94  .xbm             A(10) *2
zx                  39.0      20.05.96                   A(++)

*Subclass* *ANIM*
anim                40.3      05.04.93  .anim            WB
cdxl                40.5      23.09.93  .cdxl            WB

*Subclass* *TEXT*
ascii               40.5      24.09.93  .asc|txt etc.    WBc (020 030
040)  39.15                   26.11.95  .h|c|a etc.      A(10)
cli (020)           39.2      13.11.95                   A(10)
dfa                 39.1      14.03.95  .dfa             A(7)   MP(3)
directory            1.5      03.09.96  -                A(++)
exe                 39.4      01.03.95  -                A(7)   MP(3)
man                 39.4      28.12.95  .man             A(9)   MP(3)

*Subclass* *HYPERTEXT*
directory           40.3      07.09.96  -                A(++) *6
hyperguide          40.6      07.09.96  .hguide          A(++) *6
man                 40.4      07.09.96  .man             A(++) *6
-----------------------------------------------------------------------
Updates:
 (z)gif.datatype 39.18  aiff.datatype 1.14  font.datatype 39.5
 macsnd.datatype 1.9

New:
 akJFIF.datatype 40.1 from Andreas Kleinert - progressive jpeg
 be.datatype 39.0 from Edmund Vermeulen - for Bebox Screendump
files
 directory.datatype 1.5 from Roland Mainz - WB Dir's as Requester
 zx.datatype 39.0 from Edmund Vermeulen - for ZX Spectrum Gfx-
Format
  hypertext.datatype 40.5     }from Stefan Ruppert
  directory.datatype 40.3     hyperguide.datatype 40.6
  man.datatype 40.4

Updates 24Bit:
 picture.datatype 43.753    ilbm.datatype 43.5
 pbm.datatype 43.9          gif.datatype 43.13
 (ProDev's) jfif.datatype 43.100 from Hans Raaf - progressive jpeg

New 24Bit:
  pcx.datatype 43.2
-----------------------------------------------------------------------
From:
WB    = Workbench 3.x
A(x)  = Net 'Aminet' (/util/dtype) and also on CD(#)
```

```
MP(x) = Meeting Pearls CD(#)
FRAS  = German Net 'FReie Amiga Software'
P(x)  = Amiga Plus CD(#)             (German Mag)
M(x)  = Amiga Magazin CD(#)          (German Mag)
 *1   = A()/dtype/picdt-Sample
 *2   = A()/dtype/AMS-Sample
 *3   = A()/gfx/board/picdt43-Sample
 *4   = AMag-PD 3/95 Disk2 (A(6)/misc/amag)
 *5   = Bug in Datatype
 *6   = A()/dtype/htds-Sample
 ++   = Maybe on the next CD
Iffar = Aminet Set 1 Unit B
```

Useful:
You can join all (Devs/)Datatypes to a single Datatype with the tool 'IFFAR'
(FORM-Chunks->CAT-Chunk). Its helpful to accelerate your startup-sequence.

```
1) copy sys:Devs/Datatypes sys:Storage/Datatypes ;BACKUP !
2) del sys:Devs/Datatypes/#?.info               ;Delete Datatype Icons
3) iffar q ram:AllTypes Sys:Devs/Datatypes/*      ;Do the Cat-Chunk
4) del sys:devs/datatypes/#?                      ;Delete Datatypes
5) copy Ram:AllTypes sys:Devs/Datatypes           ;Copy the Cat-Chunk
6) copy sys:Storage/Datatypes/8svx.info
sys:Devs/Datatypes/AllTypes.info
Create a new Datatype Icon7)
(Reboot)
```

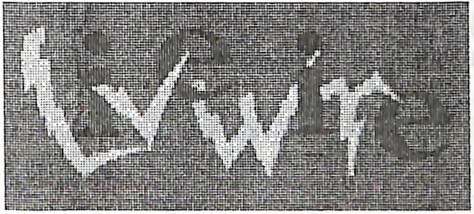
Amiga Lightwave Artists wanted

The Film Factory is currently looking for Amiga artists --- especially those with Lightwave experience --- to work on special effects in movies.

Anyone who is interested in full-time and part-time work should contact producer Gary Young.

The Film Factory is also interested in talking to people who can help get its movies onto interactive CD-ROMs for home use.

●♂☺♀●



It's alive

If you have an Amiga, and you're on the Internet, you should check out Livewire.

It is home to an Australian Aminet Archive, Net BSB Amiga Archive, Unofficial Australian Amiga home Page and the Champaign Urbana User Group Australian mirror. It's also home to GP Software's Website.

The site's coordinator, Ross Delaforce, says the site will soon also mirror other sites in the UK, Germany and the US. ●♂☺♀●

"Scream" Film using Amigas

Amiga 4000/040s are currently being used to generate the special effects in a new Australian movie.

Scream is a movie about a liquor store robbery that goes wrong. After a car chase, the suspect is caught by the police and brought before a court. The court orders that a psychiatric assessment be carried out. During a session with a psychiatrist, the man regresses to a past life, where he finds that he is a grave robber about to disturb a mummy's tomb.

The movie's producer, Gary Young, says "Lightwave and the Amiga create one of the best special effects set-ups available to movie makers today."

The movie's special effects are designed on high-spec Amiga 4000 computers and then output to 35 mm film. Amigas are also used to syncronise the film's sound with the video.

"The sound track is recorded onto the Amiga's hard disk, and at the same time a time code is recorded onto the video's sound track. "Sound is as important as pictures in a cinema movie, so getting it right is important. The Amiga follows the time code on the video copy exactly and the video picture and sound are always in sync."

Gary Young has been making movies for 25 years. His most successful movie so far has been Wheels on Fire --- a movie he made in 1972 about drag racing and hot rodding. "It's the sixth largest bums-on-seats movie (number of people who actually saw the movie) ever made in Australia," says Young.

Other movies produced by Young include:
Nuts Bolts and Bedroom Springs, rated R and made in 1976.
Cosy Cool, a biker/rock music movie made in 1978 that features the Commencheros biker club, four years before the club was involved in the Father's Day Massacre in Milperra.
Scream will appear in movie theatres around the middle of next year.
Young is already planning his next movie, Roxanne and the Blackranger, which will go into production next year. It too will feature special effects created on Amigas.
Young's movies are available on video. If you can't find them in your video store, you can buy them from The Film Factory Direct, ph (02) 9636 4249.

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Please submit articles on disk in ASCII format (if possible) and post them to :

Mike Williams
32 Bulwarna St
Shailer Park Qld 4128
or upload to:
The Cursor Editor
ACUGQ BBS
(075) 546-3252

AMIGA PUBLIC DOMAIN DISKS

Our extensive range of over 2000 Amiga P.D. disks is available at:

1. Our Workshop Meeting
2. Our Main Meeting
3. By Mail
4. On our two BBSs (a selection).

Copying of P.D. disks by Club Members at our Workshops is free.
Disks can be purchased at both of our Meetings for $2 each.
Requests for disks by Mail should be directed to The Secretary, enclosing a cheque/money order payable to A.C.U.G.Q.
Cost is $2 per disk plus $3 postage for each 6 disks or part thereof.
P.D. Librarians are Ron and Warren Blake Phone (07) 3287-1790.

MEMBERSHIP SCHEDULE

ANNUAL FEES

Ordinary Membership	**$40**
Pensioner Membership	**$30**
Country Membership	**$30**
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(Required for access to Commercial,

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Amiga Computer Users Group Qld.
P.O. BOX 274 SPRINGWOOD QLD. 4127.

MEMBERSHIP APPLICATION FORM

Date of application : . . / . . / . .

Name : . . . .

Address : . . . .

. . . .

. . . . **Postcode :** . . . .

Phone (Home) : . . . . **(Work) :** . . . .

Business Name (if applicable) : . . . .

Type of Computer(s) : . . . .

Printer Make/Model : . . . .

Modem Make/Model : . . . .

Other Equipment : . . . .

Computer Knowledge (Languages/Technical etc) : . . . .

. . . .

Area of Computer Interest : . . . .

. . . .

. . . .

Please find enclosed Cheque / Money Order for $ . . . .

Payable to A.C.U.G.Q. Inc.

Type of Member (see over) : . . . .

Signed : . . . .